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**1 Multi-finger gestural interaction with 3d volumetric displays**

 Tovi Grossman, Daniel Wigdor, Ravin Balakrishnan

October 2004 **UIST '04**: Proceedings of the 17th annual ACM symposium on User interface software and technology

**Publisher:** ACM

Full text available:  [pdf\(5.08 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#), [index terms](#)

Volumetric displays provide interesting opportunities and challenges for 3D interaction and visualization, particularly when used in a highly interactive manner. We explore this area through the design and implementation of techniques for interactive ...

**Keywords:** 3d interaction, multi-finger and two-handed gestural input, volumetric display

**2 Dial and see: tackling the voice menu navigation problem with cross-device user experience**

 [integration](#)

Min Yin, Shumin Zhai

October 2005 **UIST '05**: Proceedings of the 18th annual ACM symposium on User interface software and technology

**Publisher:** ACM

Full text available:  [pdf\(608.19 KB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#), [index terms](#)

IVR (interactive voice response) menu navigation has long been recognized as a frustrating interaction experience. We propose an IM-based system that sends a coordinated visual IVR menu to the caller's computer screen. The visual menu is updated in real ...

**Keywords:** device aggregation, device integration, instant messaging, integrated user experience, interacting with a group of devices, multi-modal interaction, telephone, voice menu

**3 Model-based evaluation of expert cell phone menu interaction**

 Robert St. Amant, Thomas E. Horton, Frank E. Ritter

May 2007 **ACM Transactions on Computer-Human Interaction (TOCHI)**, Volume 14 Issue 1

**Publisher:** ACM

Full text available:  [pdf\(377.43 KB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

We describe concepts to support the analysis of cell phone menu hierarchies, based on cognitive models of users and easy-to-use optimization techniques. We present an empirical study of user performance on five simple tasks of menu traversal on an example ...

**4** Interacting with large displays from a distance with vision-tracked multi-finger gestural input

 Shahzad Malik, Abhishek Ranjan, Ravin Balakrishnan

October 2005 **UIST '05**: Proceedings of the 18th annual ACM symposium on User interface software and technology

**Publisher:** ACM

Full text available:  pdf(1.68 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#), [index terms](#)

We explore the idea of using vision-based hand tracking over a constrained tabletop surface are to perform multi-finger and whole-hand gestural interactions with large displays from a distance. We develop bimanual techniques to support a variety of ...

**Keywords:** asymmetric, bimanual, from afar, gesture, interaction, large wall, multi-point, symmetric, touch surface, two hands, visual touchpad

**5** 1D selection of 2D objects in head-worn displays

Juha Lehtinen, Mika Röykkee

May 2003 **Personal and Ubiquitous Computing**, Volume 7 Issue 1

**Publisher:** Springer-Verlag

Full text available:  pdf(349.96 KB)

Additional Information: [full citation](#), [abstract](#), [index terms](#)

In current desktop user interfaces, selection is usually accomplished easily with a mouse or a similar two-dimensional locator. In wearable computing, however, controlling two dimensions simultaneously gets significantly harder: a change in one ...

**Keywords:** Head-worn display, Interaction technique, One-dimensional selection, Wearable computing

**6** Exploring bluetooth based mobile phone interaction with the hermes photo display

 Keith Cheverst, Alan Dix, Daniel Fitton, Chris Kray, Mark Rouncefield, Corina Sas, George Saslis-Lagoudakis, Jennifer G. Sheridan

September 2005 **MobileHCI '05**: Proceedings of the 7th international conference on Human-computer interaction with mobile devices & services

**Publisher:** ACM

Full text available:  pdf(689.78 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#), [index terms](#)

One of the most promising possibilities for supporting user interaction with public displays is the use of personal mobile phones. Furthermore, by utilising Bluetooth users should have the capability to interact with displays without incurring personal ...

**Keywords:** bluetooth, interaction, mobile phones, situated displays

**7** Designing human-computer interfaces for quadriplegic people

 Constantine E. Steriadis, Philip Constantinou

June 2003 **ACM Transactions on Computer-Human Interaction (TOCHI)**, Volume 10 Issue 2

**Publisher:** ACM

Full text available:  pdf(1.20 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#), [index terms](#)

The need for participation in an emerging *Information Society* has led to several research efforts for designing accessibility solutions for disabled people. In this paper we present a method for developing Human-Computer Interfaces (HCIs) for ...

**Keywords:** Accessibility, assistive technology, augmentative communications, disability, graphical keyboard, motor-impaired users, mouse simulation, quadriplegic people, scanning selection, single-switch input, wifid, word-prediction

**8 VisionWand: interaction techniques for large displays using a passive wand tracked in 3D**

 Xiang Cao, Ravin Balakrishnan  
November 2003 **UIST '03: Proceedings of the 16th annual ACM symposium on User interface software and technology**

**Publisher:** ACM

Full text available:  pdf(3.36 MB)  wmv(3:20 MIN)  mov(3:20 MIN)

Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#), [index terms](#)

A passive wand tracked in 3D using computer vision techniques is explored as a new input mechanism for interacting with large displays. We demonstrate a variety of interaction techniques that exploit the affordances of the wand, resulting in an effective ...

**Keywords:** buttonless input, gestures, input devices, interaction techniques, large displays, vision tracking

**9 Visual touchpad: a two-handed gestural input device**

 Shahzad Malik, Joe Laszlo  
October 2004 **ICMI '04: Proceedings of the 6th international conference on Multimodal interfaces**

**Publisher:** ACM

Full text available:  pdf(613.75 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#), [index terms](#)

This paper presents the Visual Touchpad, a low-cost vision-based input device that allows for fluid two-handed interactions with desktop PCs, laptops, public kiosks, or large wall displays. Two downward-pointing cameras are attached above a planar surface, ...

**Keywords:** augmented reality, computer vision, direct manipulation, fluid interaction, gestures, hand tracking, perceptual user interface, two hand, virtual keyboard, virtual mouse, visual touchpad

**10 Taking the best from a company history - designing with interaction styles**

 Trond Are Ørbitsland, Jacob Buur  
August 2000 **DIS '00: Proceedings of the 3rd conference on Designing interactive systems: processes, practices, methods, and techniques**

**Publisher:** ACM

Full text available:  pdf(1.49 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#), [index terms](#)

In architecture and industrial design, the concept of style plays a major role in education as a way of explaining the historical inheritance and comparing alternative design expressions. In this article we claim that interaction design can benefit greatly ...

**Keywords:** interaction design, interaction style, quality in use, solid user interface

**11 System support for mobile augmented reality services**

 Hiroaki Kimura, Eiji Tokunaga, Tatsuo Nakajima  
March 2007 **SAC '07: Proceedings of the 2007 ACM symposium on Applied computing**

**Publisher:** ACM

Full text available:  pdf(1.09 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Developing and deploying augmented reality (AR) services in pervasive computing environment is quite difficult because almost of all current systems require heavy and bulky head-mounted displays (HMDs) and are based on inflexible centralized architectures ...

**Keywords:** mobile augmented reality, vidgets framework

**12** Using nonspeech sounds to provide navigation cues

 Stephen A. Brewster

September 1998 **ACM Transactions on Computer-Human Interaction (TOCHI)**, Volume 5 Issue 3

**Publisher:** ACM

Full text available:  pdf(298.94 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#), [index terms](#), [review](#)

This article describes 3 experiments that investigate the possibility of using structured nonspeech audio messages called earcons to provide navigational cues in a menu hierarchy. A hierarchy of 27 nodes and 4 levels was created with ...

**Keywords:** auditory interfaces, earcons, navigation, nonspeech audio, telephone-based interfaces

**13** Soap: a pointing device that works in mid-air

 Patrick Baudisch, Mike Sinclair, Andrew Wilson

October 2006 **UIST '06: Proceedings of the 19th annual ACM symposium on User interface software and technology**

**Publisher:** ACM

Full text available:  pdf(2.95 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Soap is a pointing device based on hardware found in a mouse, yet works in mid-air. Soap consists of an optical sensor device moving freely inside a hull made of fabric. As the user applies pressure from the outside, the optical sensor moves independent ...

**Keywords:** 10 foot user interfaces, hardware, input, mid-air input, mouse, optical sensor, pointing device, soap

**14** IMAGE: a language for the interactive manipulation of a graphics environment

 C. D. O'Brien, H. G. Bown

June 1975 **SIGGRAPH '75: Proceedings of the 2nd annual conference on Computer graphics and interactive techniques**

**Publisher:** ACM

Full text available:  pdf(119.36 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#)

This paper addresses itself to the problems involved in programming an interactive computer graphics display. A list of graphical programming facilities considered necessary for an interactive graphic programming language is presented. An examination ...

**15** Eyes on the road, hands on the wheel: thumb-based interaction techniques for input on steering wheels

 Iván E. González, Jacob O. Wobbrock, Duen Horng Chau, Andrew Faulring, Brad A. Myers

May 2007 **GI '07: Proceedings of Graphics Interface 2007**

**Publisher:** ACM

Full text available:  pdf(1.64 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

The increasing quantity and complexity of in-vehicle systems creates a demand for user interfaces which are suited to driving. The steering wheel is a common location for the placement of buttons to control navigation, entertainment, and environmental ...

**Keywords:** StampPad, distraction, driving, gestures, interaction techniques, selection techniques, steering, text entry, text input, thumb-based input, touchpad

**16 Soap: a pointing and gaming device for the living room and anywhere else**

 Patrick Baudisch, Mike Sinclair, Andrew Wilson  
August 2007 **SIGGRAPH '07: ACM SIGGRAPH 2007 emerging technologies**

**Publisher:** ACM

Full text available:  pdf(3.01 MB)

Additional Information: [full citation](#), [abstract](#), [references](#)

Soap is a pointing device based on hardware found in a mouse, yet works in mid-air. Soap consists of an optical sensor device moving freely inside a hull made of fabric. As the user applies pressure from the outside, the optical sensor moves independent ...

**17 IMAGE: a language for the interactive manipulation of a graphics environment**

 C. D. O'Brien, H. G. Bown  
April 1975 **ACM SIGGRAPH Computer Graphics**, Volume 9 Issue 1

**Publisher:** ACM

Full text available:  pdf(119.36 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#)

This paper addresses itself to the problems involved in programming an interactive computer graphics display. A list of graphical programming facilities considered necessary for an interactive graphic programming language is presented. An examination ...

**18 Customizable physical interfaces for interacting with conventional applications**

 Saul Greenberg, Michael Boyle  
October 2002 **UIST '02: Proceedings of the 15th annual ACM symposium on User interface software and technology**

**Publisher:** ACM

Additional Information: [full citation](#),

[abstract](#),  
[references](#),  
[cited by](#), [index terms](#)

When using today's productivity applications, people rely heavily on graphical controls (GUI widgets) as the way to invoke application functions and to obtain feedback. Yet we all know that certain controls can be difficult or tedious to find and use. ...

**19 PreSense: interaction techniques for finger sensing input devices**

 Jun Rekimoto, Takaaki Ishizawa, Carsten Schwesig, Haruo Oba  
November 2003 **UIST '03: Proceedings of the 16th annual ACM symposium on User interface software and technology**

**Publisher:** ACM

Full text available:  pdf(2.38 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#), [index terms](#)

Although graphical user interfaces started as imitations of the physical world, many interaction

techniques have since been invented that are not available in the real world. This paper focuses on one of these "previewing", and how a sensory enhanced ...

**Keywords:** gesture sensing, input devices, previewable user interfaces

**20** Mobile phone based AR scene assembly

 Anders Henrysson, Mark Ollila, Mark Billinghurst

December 2005 **MUM '05:** Proceedings of the 4th international conference on Mobile and ubiquitous multimedia

**Publisher:** ACM

Full text available:  pdf(193.31 KB)

Additional Information: [full citation](#), [abstract](#), [references](#)

In this paper we describe a mobile phone based Augmented Reality application for 3D scene assembly. Augmented Reality on mobile phones extends the interaction capabilities on such handheld devices. It adds a 6 DOF isomorphic interaction technique for ...

**Keywords:** CAD, augmented reality, mobile phone

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**1 SPAM on the menu: the practical use of remote messaging in community care**

 **Keith Cheverst, Karen Clarke, Dan Fitton, Mark Rouncefield, Andy Crabtree, Terry Hemmings**  
 June 2002 **ACM SIGCAPH Computers and the Physically Handicapped**, Issue 73-74  
 Publisher: ACM

Full text available:  [pdf\(541.44 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#), [index terms](#)

This paper presents some early design work of the 'Digital Care' project, developing technologies to assist care in the community for user groups with different support needs. Our focus is on developing a SMS Public Asynchronous Messenger (SPAM) system ...

**Keywords:** SMS messaging, community care, cultural probes, ethnography, requirements, user workshops

**2 Interaction and visualisation across multiple displays in ubiquitous computing environments**

 **Hannah Slay, Bruce Thomas**  
 January 2006 **Afrigraph '06: Proceedings of the 4th international conference on Computer graphics, virtual reality, visualisation and interaction in Africa**  
 Publisher: ACM

Full text available:  [pdf\(305.27 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

This paper describes the Universal Interaction Controller (UIC), a user interface framework and device designed to support interactions in ubiquitous computing environments, and the in-situ visualisation of ambient information in environments equipped ...

**Keywords:** interaction device, interaction model, multiple display environment, ubiquitous computing

**3 Direct interaction with large-scale display systems using infrared laser tracking devices**

**Kelvin Cheng, Kevin Pulo**  
 January 2003 **APVis '03: Proceedings of the Asia-Pacific symposium on Information visualisation - Volume 24**, Volume 24  
 Publisher: Australian Computer Society, Inc.

Full text available:  [pdf\(93.07 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#), [index terms](#)

Existing large scale display systems generally adopt an indirect approach to user interaction. This is due to the use of standard desktop-oriented devices, such as a mouse on a desk, to control the large wall-sized display. By using an infrared laser ...

**Keywords:** direct interaction, human computer interaction, information visualisation, infrared laser pointer, infrared tracker system, large scale display, presentation control

**4 Multi-finger gestural interaction with 3d volumetric displays**

 Tovi Grossman, Daniel Wigdor, Ravin Balakrishnan

October 2004 **UIST '04:** Proceedings of the 17th annual ACM symposium on User interface software and technology

**Publisher:** ACM

Full text available:  pdf(5.08 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#), [index terms](#)

Volumetric displays provide interesting opportunities and challenges for 3D interaction and visualization, particularly when used in a highly interactive manner. We explore this area through the design and implementation of techniques for interactive ...

**Keywords:** 3d interaction, multi-finger and two-handed gestural input, volumetric display

**5 Single display privacyware: augmenting public displays with private information**

 Garth B. D. Shoemaker, Kori M. Inkpen

March 2001 **CHI '01:** Proceedings of the SIGCHI conference on Human factors in computing systems

**Publisher:** ACM

Full text available:  pdf(1.48 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#), [index terms](#), [review](#)

The research area of Single Display Groupware (SDG) confronts the standard model of computing interaction, one user working on one computer, by investigating how the best support groups of users interacting with a shared display. One problem that has ...

**Keywords:** CSCW, awareness, collaboration, privacy, single display groupware, single display privacyware (SDP)

**6 Interacting with large displays from a distance with vision-tracked multi-finger gestural input**

 Shahzad Malik, Abhishek Ranjan, Ravin Balakrishnan

October 2005 **UIST '05:** Proceedings of the 18th annual ACM symposium on User interface software and technology

**Publisher:** ACM

Full text available:  pdf(1.68 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#), [index terms](#)

We explore the idea of using vision-based hand tracking over a constrained tabletop surface area to perform multi-finger and whole-hand gestural interactions with large displays from a distance. We develop bimanual techniques to support a variety of ...

**Keywords:** asymmetric, bimanual, from afar, gesture, interaction, large wall, multi-point, symmetric, touch surface, two hands, visual touchpad

**7 Comparison of input devices and displays for protein visualization**

 Elke Moritz, Thomas Wischgoll, Joerg Meyer  
December 2005 **Crossroads**, Volume 12 Issue 2

**Publisher:** ACM

Full text available:  [html\(45.84 KB\)](#) Additional Information: [full citation](#), [references](#), [index terms](#)

**8 SPAM on the menu: the practical use of remote messaging in community care**

 Keith Cheverst, Karen Clarke, Dan Fitton, Mark Rouncefield, Andy Crabtree, Terry Hemmings  
November 2003 **CUU '03**: Proceedings of the 2003 conference on Universal usability

**Publisher:** ACM

Full text available:  [pdf\(541.44 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#), [index terms](#)

This paper presents some early design work of the 'Digital Care' project, developing technologies to assist care in the community for user groups with different support needs. Our focus is on developing a SMS Public Asynchronous Messenger (SPAM) system ...

**Keywords:** SMS messaging, community care, cultural probes, ethnography, requirements, user workshops

**9 HoverCam: interactive 3D navigation for proximal object inspection**

 Azam Khan, Ben Komalo, Jos Stam, George Fitzmaurice, Gordon Kurtenbach  
April 2005 **I3D '05**: Proceedings of the 2005 symposium on Interactive 3D graphics and games

**Publisher:** ACM

Full text available:  [pdf\(430.47 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#), [index terms](#)

We describe a new interaction technique, called *HoverCam*, for navigating around 3D objects at close proximity. When a user is closely inspecting an object, the camera motions needed to move across its surface can become complex. For tasks such ...

**Keywords:** 3D navigation, 3D viewers, 3D visualization, camera controls, interaction techniques

**10 CaMus<sup>2</sup>: collaborative music performance with mobile camera phones**

 Michael Rohs, Georg Essl  
June 2007 **ACE '07**: Proceedings of the international conference on Advances in computer entertainment technology

**Publisher:** ACM

Full text available:  [pdf\(1.83 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

CaMus2 is a multi-user multi-phone extension of the CaMus system. Mobile camera phones use their cameras to track position, rotation, height, and other parameters over a marker sheet to allow interactive performance of music. Multiple camera phones can ...

**Keywords:** camera phones, camera-based interaction, collaboration, mobile phones, music performance, small displays, spatially aware displays

**11 Visual panel: virtual mouse, keyboard and 3D controller with an ordinary piece of paper**

Zhengyou Zhang, Ying Wu, Ying Shan, Steven Shafer

November 2001 **PUI '01**: Proceedings of the 2001 workshop on Perceptive user interfaces

 **Publisher:** ACM

Full text available:  [pdf\(4.18 MB\)](#)

Additional Information: [full citation](#), [appendices and supplements](#), [abstract](#), [references](#), [cited by](#)

This paper presents a vision-based interface system, VISUAL PANEL, which employs an arbitrary quadrangle-shaped panel (e.g., an ordinary piece of paper) and a tip pointer (e.g., fingertip) as an intuitive, wireless and mobile input device. The system ...

**Keywords:** new control device, new input device, plane projectivity, virtual joystick, virtual keyboard, virtual mouse, vision-based user interface, visual panel

**12 Wearable virtual tablet: fingertip drawing on a portable plane-object using an active-infrared camera**

 Norimichi Ukita, Masatsugu Kidode

January 2004 **IUI '04:** Proceedings of the 9th international conference on Intelligent user interfaces

**Publisher:** ACM

Full text available:  [pdf\(1.07 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#), [index terms](#)

We propose the *Wearable Virtual Tablet* (WVT), where a user can draw a locus on a common object with a plane surface (e.g., a notebook and a magazine) with a fingertip. Our previous WVT[1], however, could not work on a plane surface with complicated ...

**Keywords:** active-infrared camera, finger-drawing interface, wearable computer

**13 When design just isn't enough: the unanticipated challenges of the real world for large collaborative displays**

Elaine M. Huang, Elizabeth D. Mynatt, Jay P. Trimble

October 2007 **Personal and Ubiquitous Computing**, Volume 11 Issue 7

**Publisher:** Springer-Verlag

Additional Information: [full citation](#), [abstract](#)

Large interactive displays for supporting workgroup collaboration comprise a growing area of ubiquitous computing research and many such systems have been designed and deployed in laboratory studies and research settings. Such displays face difficulties ...

**Keywords:** CSCW, Evaluation, Field studies, Large displays, Multi-display environments

**14 Map navigation with mobile devices: virtual versus physical movement with and without visual context**

 Michael Rohs, Johannes Schöning, Martin Raubal, Georg Essl, Antonio Krüger

November 2007 **ICMI '07:** Proceedings of the 9th international conference on Multimodal interfaces

**Publisher:** ACM

Full text available:  [pdf\(1.34 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

A user study was conducted to compare the performance of three methods for map navigation with mobile devices. These methods are joystick navigation, the dynamic peephole method without visual context, and the magic lens paradigm using external visual ...

**Keywords:** augmented reality, camera phones, camera-based interaction, handheld displays, interaction techniques, maps, mobile devices, navigation, spatially aware displays

15 Lumisight table: a face-to-face collaboration support system that optimizes direction of projected information to each stakeholder

 Mitsunori Matsushita, Makoto Iida, Takeshi Ohguro, Yoshinari Shirai, Yasuaki Kakehi, Takeshi Naemura

November 2004 **CSCW '04**: Proceedings of the 2004 ACM conference on Computer supported cooperative work

**Publisher:** ACM

Full text available:  pdf(1.14 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#), [index terms](#)

The goal of our research is to support cooperative work performed by stakeholders sitting around a table. To support such cooperation, various table-based systems with a shared electronic display on the tabletop have been developed. These systems, however, ...

**Keywords:** interactive view-dependent display, table-based system

16 The VideoMouse: a camera-based multi-degree-of-freedom input device

 Ken Hinckley, Mike Sinclair, Erik Hanson, Richard Szeliski, Matt Conway

November 1999 **UIST '99**: Proceedings of the 12th annual ACM symposium on User interface software and technology

**Publisher:** ACM

Full text available:  pdf(283.89 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#), [index terms](#)

The VideoMouse is a mouse that uses a camera as its input sensor. A real-time vision algorithm determines the six degree-of-freedom mouse posture, consisting of 2D motion, tilt in the forward/back and left/right axes, rotation of the mouse about its ...

**Keywords:** camera-based input, input devices, interaction technique, multi-degree-of-freedom input, rotation, tilt sensing

17 VisionWand: interaction techniques for large displays using a passive wand tracked in 3D

 Xiang Cao, Ravin Balakrishnan

November 2003 **UIST '03**: Proceedings of the 16th annual ACM symposium on User interface software and technology

**Publisher:** ACM

Additional Information: [full citation](#),

[abstract](#),  
[references](#), [cited by](#), [index terms](#)

A passive wand tracked in 3D using computer vision techniques is explored as a new input mechanism for interacting with large displays. We demonstrate a variety of interaction techniques that exploit the affordances of the wand, resulting in an effective ...

**Keywords:** buttonless input, gestures, input devices, interaction techniques, large displays, vision tracking

18 Toolglass and magic lenses: the see-through interface

Eric A. Bier, Maureen C. Stone, Ken Pier, William Buxton, Tony D. DeRose

September 1993 **SIGGRAPH '93**: Proceedings of the 20th annual conference on Computer

graphics and interactive techniques

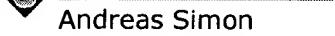


Publisher: ACM

Full text available: [pdf\(232.08 KB\)](#) Additional Information: [full citation](#), [references](#), [cited by](#), [index terms](#)

**Keywords:** button, control panel, lens, macro, menu, multi-hand, transparent, viewing filter

**19** [First-person experience and usability of co-located interaction in a projection-based virtual environment](#)



Andreas Simon

November 2005 **VRST '05: Proceedings of the ACM symposium on Virtual reality software and technology**

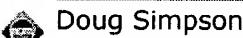
Publisher: ACM

Full text available: [pdf\(3.41 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#), [index terms](#)

Large screen projection-based display systems are very often not used by a single user alone, but shared by a small group of people. We have developed an interaction paradigm allowing multiple users to share a virtual environment in a conventional single-view ...

**Keywords:** PDA interaction, co-located collaboration, projection-based virtual environment, single display groupware

**20** [Software's little helpers: managing your lab areas](#)



Doug Simpson

October 2004 **SIGUCCS '04: Proceedings of the 32nd annual ACM SIGUCCS conference on User services**

Publisher: ACM

Full text available: [pdf\(180.59 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

There are always more labs and other things to attend to than available bodies to watch over said pesky details. How can we keep an eye on the ever-present large and small events in our labs while dealing with Yet More Interruptions elsewhere? At the ...

**Keywords:** banned or prohibited applications, keyServer, report generation, web cameras

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**1 MOBILE COMMUNICATION TERMINAL WITH DIAL MEANS AND  
DIALING METHOD OF MOBILE COMMUNICATION TERMINAL**

Inventor: MIN GYEONG MU (KR); YOON TAE SUK (KR) Applicant: LG ELECTRONICS INC (KR)

EC:

IPC: **H04B1/38; H04B1/38**; (IPC1-7): H04B1/38

Publication info: **KR20030030616** - 2003-04-18

**2 DEVICE AND METHOD FOR DISPLAYING COURSE EXPLANATION OF  
WASHING MACHINE**

Inventor: CHO SO YEONG (KR)

Applicant: LG ELECTRONICS INC (KR)

EC:

IPC: **D06F33/02; D06F33/02**; (IPC1-7): D06F33/02

Publication info: **KR20020019302** - 2002-03-12

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**1 MOBILE TERMINAL**

Inventor: SHIBATA JUNICHIRO; YAMAGUCHI SHUJI      Applicant: NIPPON ELECTRIC CO  
EC:      IPC: **H04N5/225; H04B1/38; H04M1/00** (+12)

Publication info: **JP2004007554** - 2004-01-08

**2 MOBILE TERMINAL**

Inventor: SHIBATA JUNICHIRO; YAMAGUCHI SHUJI      Applicant: NIPPON ELECTRIC CO  
EC:      IPC: **G06F1/16; H04M1/00; H04M1/02** (+9)

Publication info: **JP2004007553** - 2004-01-08

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For 'Number Search', please click on the right button.

Number Search

**Applicant,Title of invention,Abstract** --- e.g. computer semiconductor

Please input a **SPACE** between each keyword when you use more than one keyword.

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rotate rotation rotated rotating flipping flip flipped turned turning turn pivoted

OR

AND

display menu select

AND

AND

dial button joystick keyboard

OR

AND

**Date of publication of application** --- e.g.19980401 - 19980405

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Search

Stored data

No.	Publication No.	Title
1.	<u>2007 - 110434</u>	CAMERA, PHOTOGRAPHY CONDITION SETTING DEVICE THEREFOR, PHOTOGRAPHY CONDITION SETTING METHOD FOR CAMERA, PROGRAM, AND RECORDING MEDIUM
2.	<u>2007 - 088747</u>	IMAGE REPRODUCTION DISPLAY METHOD AND DEVICE, AND IMAGING DEVICE
3.	<u>2007 - 049395</u>	REMOTE OPERATION UNIT
4.	<u>2006 - 293939</u>	PUBLICATION ISSUANCE AND DISTRIBUTION SYSTEM
5.	<u>2006 - 238076</u>	PHOTOGRAPHIC APPARATUS
6.	<u>2006 - 138546</u>	OPERATION PANEL FOR HEATING COOKING DEVICE
7.	<u>2006 - 099618</u>	DIAL-TYPE OPERATION DEVICE
8.	<u>2005 - 341333</u>	MOBILE BROADCAST RECEIVER AND OPERATING METHOD THEREOF
9.	<u>2005 - 167495</u>	COMMUNICATION TERMINAL UNIT AND COMMUNICATION METHOD
10.	<u>2005 - 130288</u>	REMOTE CONTROLLER AND ELECTRONIC EQUIPMENT
11.	<u>2005 - 078145</u>	INFORMATION PROCESSOR, INFORMATION PROCESSING METHOD, STORAGE MEDIUM WITH INFORMATION PROCESSING PROGRAM STORED THEREON, AND INFORMATION PROCESSING PROGRAM
12.	<u>2005 - 078143</u>	INFORMATION PROCESSOR, INFORMATION PROCESSING METHOD, INFORMATION PROCESSING PROGRAM, AND STORAGE MEDIUM WITH THIS PROGRAM STORED THEREON
13.	<u>2005 - 038850</u>	MAN-MACHINE INTERFACE OF RADIO USING KNOB AND MENU SELECTION
14.	<u>2005 - 011121</u>	UNIT AND METHOD FOR INFORMATION PROCESSING
15.	<u>2004 - 246920</u>	INFORMATION PROCESSING APPARATUS AND METHOD
16.	<u>2004 - 070505</u>	INPUT DEVICE
17.	<u>2004 - 056258</u>	REMOTE-CONTROL SYSTEM, IMAGE PROCESSING APPARATUS, REMOTE-CONTROL METHOD, PROGRAM, AND STORAGE MEDIUM
18.	<u>2003 - 345499</u>	ROTARY INPUT PROCESSING APPARATUS

19. 2003 - 288173 USER INTERFACE CONTROL APPARATUS

20. 2003 - 264788 ELECTRONIC CAMERA DEVICE

21. 2003 - 202950 INFORMATION TERMINAL EQUIPMENT

22. 2002 - 369030 MENU SELECTION SYSTEM FOR VIDEO DEVICE

23. 2002 - 258343 JOG DIAL SETTING SYSTEM OF CAMERA

24. 2002 - 258144 MANUAL FOCUSING OPERATING MECHANISM FOR CAMERA

25. 2002 - 196867 INFORMATION PROCESSOR

26. 2002 - 149144 VIDEO PROJECTOR AND PROCESSOR

27. 2001 - 306249 MOUSE DEVICE AND ELECTRONIC EQUIPMENT USING THE SAME

28. 2001 - 268401 USER INTERFACE FOR SORTING PHOTOS OF DIGITAL CAMERA

29. 2001 - 157087 IMAGE PICKUP DEVICE

30. 2001 - 078885 RICE COOKER

31. 2001 - 075712 INFORMATION PROCESSOR, ITS METHOD AND PROGRAM STORAGE MEDIUM

32. 2001 - 056741 DEVICE AND METHOD FOR PROCESSING INFORMATION AND PROGRAM STORAGE MEDIUM

33. 2001 - 042998 PORTABLE PROCESSOR

34. 2001 - 034835 DEVICE AND SYSTEM FOR REGISTERING ADVERTISEMENT AND RECORDING MEDIUM RECORDING PROGRAM FOR THE DEVICE OR SYSTEM

35. 2001 - 014987 MULTIFUNCTIONAL SWITCH AND VIDEO CAMERA

36. 2000 - 321045 FIGURE MEASURING APPARATUS

37. 2000 - 312390 DISPLAY DEVICE

38. 2000 - 217014 SELECTION METHOD AND ELECTRONIC IMAGE PICKUP DEVICE

39. 2000 - 105649 DEVICE AND METHOD FOR INFORMATION DISPLAY

40. 2000 - 066811 INFORMATION PROCESSOR

41. 2000 - 030575 MOBILE STATION AND CONTROL METHOD FOR MOBILE STATION

42. 11 - 351898(1999) METHOD FOR SELECTING FUNCTION OF CAR NAVIGATION SYSTEM AND REMOTE CONTROL DEVICE

43. 11 - 275657(1999) PORTABLE TELEPHONE SET
44. 11 - 266412(1999) METHOD AND DEVICE FOR DISPLAYING ANTENNA SETTING PROCEDURE
45. 11 - 250103(1999) METHOD FOR DISPLAY, SEARCH AND RETRIEVAL OF ELECTRONIC DICTIONARY
46. 11 - 102207(1999) MEMORY RELAY
47. 10 - 304241(1998) IMAGE PICKUP DEVICE AND METHOD FOR ADJUSTING LUMINANCE LEVEL
48. 10 - 263206(1998) STORAGE MEDIUM STORING GAME PROGRAM PROVIDED WITH RADAR DISPLAY FUNCTION
49. 10 - 155020(1998) COMMUNICATION TERMINAL EQUIPMENT
50. 10 - 074383(1998) DISK REPRODUCING DEVICE

No.	Publication No.	Title
51.	<u>10 - 049290(1998)</u>	DEVICE AND METHOD FOR PROCESSING INFORMATION
52.	<u>09 - 313770(1997)</u>	WASHING MACHINE
53.	<u>09 - 261311(1997)</u>	PORTABLE TELEPHONE AND ITS DATA INPUT METHOD
54.	<u>09 - 258947(1997)</u>	MENU SCREEN CONTROLLER
55.	<u>09 - 257658(1997)</u>	TROUBLE SHOOTING APPARATUS
56.	<u>09 - 222946(1997)</u>	INPUT DEVICE
57.	<u>09 - 190570(1997)</u>	AUTOMATIC VENDING MACHINE
58.	<u>09 - 161389(1997)</u>	ON-VEHICLE DISK REPRODUCING DEVICE
59.	<u>09 - 102755(1997)</u>	FM MULTIPLEX BROADCAST RECEIVING DEVICE
60.	<u>08 - 242493(1996)</u>	MENU-DRIVEN REMOTE CONTROLLER FOR ROOM AIR CONDITIONER
61.	<u>08 - 223658(1996)</u>	SPECTACLE TYPE DISPLAY
62.	<u>08 - 210651(1996)</u>	HEATING COOKING APPLIANCE
63.	<u>08 - 210650(1996)</u>	HEAT COOKING UTENSIL
64.	<u>08 - 154824(1996)</u>	RICE COOKER
65.	<u>08 - 140150(1996)</u>	RADIO TELEPHONE SYSTEM
66.	<u>08 - 095922(1996)</u>	PORTABLE INFORMATION PROCESSOR
67.	<u>08 - 083161(1996)</u>	DEVICE AND METHOD FOR WINDOW CONTROL
68.	<u>07 - 210353(1995)</u>	METHOD FOR CHANGING FUNCTION OR FEATURE OF GUI ON GUI AND DATA PROCESSING SYSTEM
69.	<u>07 - 121302(1995)</u>	PORTABLE INFORMATION DEVICE
70.	<u>07 - 044930(1995)</u>	INFORMATION PROCESSOR WITH PROGRAM RESERVATION FUNCTION
71.	<u>06 - 258386(1994)</u>	ALARM DISPLAY SYSTEM FOR AUTOMATIC TEST HANDLER AND ALARM DISPLAYING METHOD
72.	<u>06 - 167799(1994)</u>	METHOD FOR SETTING PLATE MAKING ASSIGNMENT INFORMATION
73.	<u>06 - 083737(1994)</u>	INFORMATION PROCESSOR
74.	<u>06 - 074451(1994)</u>	HEATING COOKER

75. 05 - 332545(1993) HEATING COOKER
76. 05 - 322173(1993) THERMAL COOKING APPARATUS
77. 05 - 302721(1993) HEATING COOKER
78. 05 - 231650(1993) HEAT-COOKING DEVICE
79. 05 - 224858(1993) INFORMATION PROCESSOR CAPABLE OF DISPLAYING HISTORY
80. 05 - 075939(1993) DISPLAY DEVICE
81. 04 - 348462(1992) WORK EXECUTION CONTROLLING SYSTEM
82. 04 - 243403(1992) INFORMATION PROCESSOR
83. 04 - 136623(1992) LIQUID CRYSTAL DISPLAY DEVICE FOR MICROWAVE OVEN
84. 04 - 123259(1992) DOCUMENT PREPARING DEVICE
85. 04 - 061574(1992) TELEVISION RECEIVER
86. 04 - 051312(1992) INFORMATION PROCESSOR
87. 04 - 037296(1992) REMOTE CONTROLLER
88. 03 - 278797(1991) REMOTE CONTROLLER
89. 03 - 082252(1991) FACSIMILE EQUIPMENT
90. 02 - 165257(1990) CHARACTER PROCESSOR
91. 02 - 032458(1990) DOCUMENT PREPARING DEVICE
92. 02 - 029856(1990) RESTAURANT CONTROL SYSTEM
93. 01 - 199222(1989) MENU SELECTING DEVICE
94. 01 - 199117(1989) RECORDER
95. 01 - 199116(1989) RECORDER
96. 01 - 147715(1989) DRAWING INPUT DEVICE
97. 64 - 044573(1989) DOCUMENT FORMING DEVICE
98. 63 - 223967(1988) GRAPHIC INPUT SYSTEM
99. 62 - 269219(1987) INPUT/OUTPUT DEVICE FOR INFORMATION PROCESSOR
100. 61 - 283964(1986) METHOD FOR DISPLAYING PARTS INFORMATION ON ELECTRONIC CIRCUIT DIAGRAM

No.	Publication No.	Title
101.	<u>61 - 000858(1986)</u>	MENU SELECTION SYSTEM FOR CHARACTER PROCESSOR
102.	<u>60 - 256838(1985)</u>	PRODUCTION OF SLIP PICTURE PLANE
103.	<u>60 - 230230(1985)</u>	INPUT DEVICE
104.	<u>60 - 095622(1985)</u>	TERMINAL EQUIPMENT
105.	<u>57 - 127725(1982)</u>	COOKING APPARATUS